

SEGA™

SPACE HARRIER™

For Atari® ST™ Series, Commodore 64 & 128®, and Amiga.®

*Blast incredibly evil, alien invaders
into oblivion. Dodge deadly obstacles.
And restore peace to the beautiful
Land of Dragons.*

EmuMovies

A Spacewar Nightmare

You are Space Harrier — one of the most experienced astral exterminators in the galaxy.

But even for someone with your skill and cunning, this is one treacherous assignment. Because this once-peaceful land has been invaded by an army of the most ghastly creatures ever to pollute the galaxy.

If looks alone could kill, they would. There's Ida, the eerie stone mask. Tomos, the animate nuclear being. Dom, the fearless robot. Mukadense, part helicopter, part insect. And scads more.

Like Squilla, Godami, and a host of other hideous super-monsters. Blast them all into oblivion. Dodging deadly obstacles as you go.

Each stage is more intense than the one before it. So clutch your laser blaster. And keep your finger on the trigger at all times.

'Cause there's no time for day-dreaming in this futuristic, fast-moving video nightmare.

In the Land of Dragons

Each stage in the Land of Dragons is breathtakingly beautiful. Each devastatingly dangerous.

Get Ready

You've booted your system. You're ready to go. The first image you see is the title screen. Then press the fire button to start.

But before you rush right out there and get yourself in trouble, why not familiarize yourself with what's on the screen?

The highest score so far

Your current score



Space Harrier

Number of lives remaining

The stage you're on

At the end of each stage, you must fend off the final leader — a hideous giant of a creature — before you can proceed to the next stage.

Once you've successfully eliminated the enemy, peace will once again be returned to the Land of Dragons.

Taking Control

OK, Ready? Then press the fire button and begin the battle.

Here's how to maneuver, once you're engaged in space combat:

To fly left: Press joystick or slide mouse left.

To fly right: Press joystick or slide mouse right.

To fly up: Press joystick or slide mouse forward.

To fly down: Pull joystick or slide mouse back.

To fly diagonally: Press the joystick or slide mouse in the desired direction.

To fire laser blaster: Press the joystick or either mouse button.

To pause: Press the space bar. Press again to continue.

To reset: Press the ESC key (RESTORE on the C64 & 128).

Bonus Stages (Atari ST and Amiga Only)

When you reach these stages (5 and 12), you will ride on the back of the brave and friendly dragon Euria.

Through his magic, you will be able to destroy everything on land, simply by touching it. These include trees, poles, and towers. And you'll receive extra points for each one you touch and destroy.

Your Name in Lights

At the end of each game, the "Name Entry" screen will appear. If you have gained enough points to rank within the seven existing scores, your score will be listed in order. When this happens, you'll be able to enter your initials next to your score.

To place your initials on the screen, move the joystick right or left to place the box around each letter. Press the fire button to make your selection. When you're finished entering your name or initials, place the box around ED and press the fire button again.

Winning Tips

- Study the patterns of each enemy to figure out the best times to attack them.
- Take advantage of the bonus stages (when available) by destroying as many land obstacles as possible.
- To adjust the joystick or mouse response, use the + or - keys (on the Atari ST and Amiga only).

Power Up

Loading Instructions by System

For Atari ST

1. Set up your system as shown in the Atari ST owner's manual.
2. Plug a mouse into port #0 or a joystick into port #1.
3. Insert the *Space Harrier* disk into the drive, then turn on the drive and the computer. Follow the onscreen directions and insert disk 2.

For Commodore 64 & 128

1. Set up your computer as shown in the Commodore 64 or 128 owner's manual.
Note: For Commodore 128, set the system to C64 mode.
2. Plug a joystick into port #2.
3. Turn on your disk drive and computer.
4. Insert the *Space Harrier* diskette into the drive and type **LOAD "*" ,8,1** and press **RETURN**.

For Amiga

1. Set up your computer as shown in the Amiga owner's manual.
2. Plug in your joystick or mouse as shown in the owner's manual.
3. Insert the *Space Harrier* diskette into the disk drive, label side up.
4. Turn on the computer.
Note: Amiga 1000 requires a Kickstart™ 1.2 or higher version diskette.